

Field

- Minions may be summoned from the hand to the field by paying the required cost.
  - Minions may be moved from the base to the field.
  - Minions can only attack the opponent's Force on the turn they were summoned.
  - Minions can attack the opponent's Life if the opponent does not have a Force.
  - There can only be up to five minions on the field at one time.
- If you wish to move or summon an additional minion, you must first choose a minion to destroy.
- The destroyed minion is then placed in the trash.

## Turn Structure

### 1 Standby Phase

1. Start

2. Refresh

3. Draw

### 2 Mana Phase

### 3 Main Phase

A. Summoning Minions

B. Activating Magic

C. Moving Minions

D. Attacking with Minions

\* A, B, C may be done multiple times in any order.

\* Players have one Movement per turn.

### 4 End Phase

### 5 Move to the opponent's turn.

## Forces

A Force's abilities will not activate when that Force is in the Rest State. Destroyed Forces lose all effects after activating their [When Destroyed] effect.



## Force Points

A Force is destroyed when its Force Points reach 0.



## Player Points

The player loses when their Player Points reach 0.

**ZENON**

Add together the Force Points and Player Points.  
Subtract the total from twenty.

- You may place one Base Minion from your hand in the base during the Standby Phase.
  - If you do not have a Base Minion in your hand, you may place a Neutral Minion.
  - Cards in the base act as mana, which can be used to pay the cost of other cards.
  - Base Minions can be moved to the field in exchange for one Movement.
  - There can only be up to ten mana in the base at one time. If you wish to discard more than ten mana, you must discard the oldest mana first.
- If the discarded mana is a minion, it goes to the trash. If that mana is a card, it goes to the trash.

Base

Field

Required cost.

Summoned or moved to the field.

Force, or on the turn after the minion was summoned or moved to the field.

Use a minion to destroy.



WIZARD

Points of your Forces.  
Help to calculate your Life.



's Life

on their Life reaches 0.

se

Mana Phase. No mana cost is required to place Base Minions in the base.

Neutral Mana instead. Use whatever you like to represent Neutral Mana.

playing cards.

nt. Base Minions in the Active or Rest State stay in the same state when moved.

n to move a minion to the base or add a mana, you must discard one mana first.

s a Neutral Mana, remove it from the game entirely.



Force Points

A Force is destroyed when its Force Points reach 0.

## Battle Procedure

### 1 Select Target

Potential Targets:  
The Opponent's Life or Force

### 2 Flash Phase

Defending Player → Attacking Player  
(Continues until both players pass)

### 3 Block Phase

(Defending Player)

### 4 Battle

### 5 After an Attack

Deck

If the player has  
0 cards by their  
Standby Phase,  
they lose.

Trash

Destroyed Minion cards,  
discarded cards, and  
used Magic cards  
are placed here.